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Zange

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Art generated by Leonardo.ai, style of Nemanja Stankovic (GWENT Artist)

Significant Populations

Majority

Zangvebar

Minority

Parts of Ofir, Parts of Melukka, Parts of Zerrikania

Languages

Primary

Sauti

Minor

Zerrikanian

Religion

Majority

Spiritualism

Minorities

Animism

Related ethnic groups

Known

None

Zange is the name of the ethnic group of Humans inhabiting Zangvebar. The people of Zangvebar never use this term to refer to themselves, instead using "Watu" (Sauti: people).

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About

Zange people are known for their dark skin tones, ranging from various brown tones to almost fully obsidian. They usually have full lips, much fuller than those of Nordlings, brown eyes and brown and black hair which tends to be very curly. Long hair is almost unheard of, unless forced via external influences. Men often have beards of various sizes and forms. Women enjoy various, often very complex, hairstyles, among them things like Weaving, Bantu Knots, Rasta, Dreadlocks, Zangvebari Twists and Ndebele Beadworks.

History

-> See Zangvebar.

Demographics

The people of Zangvebar speak of themselves as the **Watu**, which literally translates as people. The primary groups are the Mzururaji (the wanderers) and the Wenyeji (the dwellers) with the Mabaharia a smaller third part of their society, being seafarers and corsairs living around the Isles of Aldabara. Those who are not from Zangvebar are named **Mgeni**, outsiders. Those that broke the law, act against the Watu, help the Mgeni against the Watu or otherwise do an unspeakable act are known as **Kufukuzwa**, the banished. Their names are removed from history, forbidden to be mentioned ever again. Some more notable criminals are known by a title instead, such as 'the pockmarked mockerer' or 'the mizzan kinslayer'.

Wenyeji (+1 Business)

The dwellers are the Zangvebar most travelers interact with most, they run the cities and towns at the coasts and strategic positions like river deltas. Made up of smaller tribes, the dwellers do not necessarily share a strong bond like the Mzuruaji do. They see themselves as Watu first, then as those that do not wander second.

Mzuruaji (+1 Wilderness Survival)

The wanderers were originally a tribe called the Amevaa'Nyekundu, who were nomadic ever since they can remember. They arrived from elsewhere after the Wenyeji had already settled their costal towns, trading in mimosa bark and wares gained from the sea. For reasons only known to the Nyekundu themselves they abandoned their former home and fled to Zangvebar, where they were begrudingly accepted. They move through the interior of the land and are the primary source of animals exports, such as the cynocephali. While they never truly abandoned their own tribal name in time other people mixed with them and joined them their nomadic ways, which is why they are labeled as the wanderers instead.

Mabaharia (+1 Swim, +1 Boating)

The Mabaharia (the seapeople) are the most gifted when it comes to seafaring, building boats and being traders. Most Zangvebari have little interest in leaving, the Mzuruaji and Wenyeji holding deep love for their home, the Mabaharia holding a love for the world beyond as well. While not one singular tribe they all share a deep love for the sea and teach swimming to their young, which is not a tradition elsewhere. They are the least numerous, but the most met by travelers.

Minor Tribes

Descendants of Zangvebarian emigrants are usually called Wazao (+1 Courage), which literally means descendant. Descendants born in the north from mixed families in coastal kingdoms, such as Cidaris, are called **Baridijamaai** meaning that, "kin of the cold". In the case of mixed descendants with Nilfgaardians, even that of third generation onwards, are called **Nyeusalama** or "the black marked".

Due to mercenery presences of Mellu in the region, the term Mbilishingo came into being - meaning "two necked", a mistranslation of the Melukkan term Do-gala, meaning "two throated".

Children born of the union of an Ofieri and a Zange parent are often called Kiburikuzaa - pride born, or pride spawn, in reference to the original Ophari (Ramaadi) and their views of being a superior race. In rare cases that one of the parents comes from Hannu the child is, usually meant as insult, called a Mchangachawa - a sand louse.

No known unions of Zange and Tetlec have ever been recorded.

Language and writing systems

Zange speak their own language, Sauti (lit. Truth).

Religion

Zange believe in many different religions, monotheism a complete unknown. They rever the ancestors as well as local land deities.

Women & Bonding

Women often rule homes with an iron fist, to the point that they even control income of the husband/family and owned property. There is no inherent discrimination against them, women can take any job they wish, though many roles of power are still held by men.

Names

Zange names mirror those seen in real life Swaheli. It is customary to have a family name as well as a clan name as part of their full name. Their first name and family name is usually inherited from their uncle (if male) or aunt (if female).

Example: Absko Ngoy ya'Wenyeji - Name + Family name + ya(Of the) Wenyeji.

Further Examples:

- Male - Ajahni, Buru, Camar, Chima, Diallo, Fariji
- Female - Aba, Afua, Baina, Gheche, Hanuni, Jendayi, Kabibe
- Unisex - Ahanti, Chikelu, Chikere, Dembe, Emene, Folami
- Lastname - Bah, Saad, Konate, Akpan, Abdo, Okeke, Wanjiri
- Prefixes for clan - Ya (of the), Mtumishi (servant of), Bingwa (champion of), Kuokolewa (saved by), Mtetezi (Defender of).

Gallery

TBA.

Trivia

- The Zange, as well as Zangvebar, are in part based on the Swaheli City States along with minor elements from Zanzibar.

The Far South	
Peoples	• **Zange** • Ofiri • Mellu • Tetlec • Formorians
Nations	• Ofir • Zangvebar • Melukka • Núchtetl
Bestiarium	Rakshasa

Ofir	
Ethnic Groups	• Ramaadi • Bayadi • Azraqi • Khudari • Minor ethnic groups
Locations	• Assar • Harsakun • Vasarak
Power Groups	TBA
World	
Magic Schools	• Ar-Batuul Qasr • Madrasat Alsishar • Dumdanial
People of Note	TBA

Zangvebar

Ethnic Groups	TBE
World	TBE
Locations	TBE
People of Note	TBE

Melukka

Power Groups	TBE
World	TBE
Locations	TBE
People of Note	TBE

Barsa

Power Groups	TBE
World	TBE
Locations	TBE
People of Note	TBE

Hannu

Power Groups	TBE
World	TBE
Locations	TBE
People of Note	TBE

Nayar

Power Groups	TBE
World	TBE
Locations	TBE
People of Note	TBE

The Witcher Online: The Neverwitcher Nights Project

Races	• Human • Elf • Dwarf • Halfling • Mutant • Doppler
Professions	• Artisan • Bard • Doctor • Druid • Mage • Man-at-Arms • Merchant • Noble • Peasant • Priest • Ranger • Rogue • Witch • Witcher
World	• Timeline • Faiths & Pantheons • The North • Mahakam • Southlands • Hakland • Ofir • Melukka • Zangvebar
Gameplay	• Character Development • Combat • Crafting • Skills • Unique Skill Branches • Magic • Magic school • Trading • Signs • Invocations • Powers • Death • Wounds • Derangements • Overland Map

Power Groups	• Rivian Army • Rivian Guilds • People of Elm • Heimwehr • Mahakam Volunteer Army • Scioa'tael • Order of the White Rose • Mashujaa wa Zang • Brotherhood of Mages • Novigrad Gangs
VIPs	• List of Player Characters • King Halm • Brover Hoog • Fergus var Emreis
Bestiary	• Aydakhurg • Otso • Nidhögg • Zystling • Wort • Bublios • Ilyocori • Nighthag • Buggegil • Gan Caenn • Ogre • Nemeton

Locations

Rivia & Lyria	• Broadhead • Craag Ros • Devil's Tower • Duén a'Fir'inn • Dunnock • Gradabor • Hawkesburn • Kaveldun • Khigvor • Loc Eskalott • Melitele Convent • Rastburg • Ravenholme • Ravenkluft Quarry • Ruewolde • Scala • Spalla • Tor llawenydd • Waldenrad • Willowhaine
Mahakam	• Barrow Hill • Black Brook Vale • Borro's Rump • Colshtock • Crag Pass • Davor's Mine • Dragon's Eye • Drunken Bluff • Fornlam • Gullbratt • Klamat Pass • Langbridge • Lonely Rock • Mahakam Pass • Mare's Islet • Mount Carbon • Stoolcap • Tallbridge • The First Gate • The Second Gate • Twin Peaks

Elsewhere	• Aedirn • Caed Dhu • City of Silver Towers • Holmstein • Novigrad • Oxenfurt academy • Two Rivers • Ysgith • Zadar